

CTW

SESAME STREET

The Adventures of

ELMO IN GROUCHLAND™

CD-ROM

Help Elmo find his blanket in
an activity packed adventure!



User Guide

EARLY CHILDHOOD



CONTENT RATED BY
ESRB



24138

Letter to Parents

Welcome! Children's Television Workshop has been entertaining children and expanding their horizons for more than thirty years. Sesame Street initiated the journey, providing an engaging and educationally stimulating television series for preschoolers. Over the years CTW has continued its mission to create quality educational programming in a variety of media. In the area of interactive technology, CTW has supported this tradition by using multi-media to encourage understanding and development. CD-ROMs allow children to participate actively in the learning process. Our goal is to present preschool concepts in a child-friendly atmosphere that motivates and encourages your children to expand their horizons. The activities presented in this CD-ROM are designed in multiple levels to challenge your child and promote individual growth. Helpful and empathetic feedback is offered as support and encourages children to play at their own pace.

In *The Adventures of Elmo in Grouchland* CD-ROM your child travels with Elmo on a journey to recover one of his best friends, his blanket. Along the way, Elmo encounters some very interesting characters who help him realize the importance of perseverance, cooperation and understanding others. Join Elmo as he overcomes obstacles and learns a great deal about the meaning of friendship. There are also several interactive multi-leveled activities, designed to challenge your child and add to the story.

At Children's Television Workshop, we have always believed that learning should be a fun, positive, exciting adventure. The wondrous capabilities of interactive media inspire us to revisit and recapture the spirit that ignited our original vision so long ago. We hope you and your children enjoy our vision.

Lisa Medoff
Director of Research, Interactive Technologies
Children's Television Workshop



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Getting Started

Check the system requirements below to make sure your computer system is compatible with *The Adventures of Elmo in Grouchland* CD-ROM. If your system meets these requirements and you experience any difficulty installing or running our software, please review the ReadMe on your CD-ROM for the most current updates about this program. You may also refer to the Troubleshooting section at the end of this manual for solutions to common problems.

*Note: For best performance, we recommend that you set your computer to display 640x480 resolution and 256 colors before starting the program. Multi-tasking is not supported while running *The Adventures of Elmo in Grouchland* CD-ROM.*

Minimum System Requirements

- Multimedia PC Pentium® 100 MHz or equivalent
- Microsoft® Windows® 95 or Windows® 98
- 16MB of RAM
- 10MB free hard disk space
- 4x CD-ROM drive
- 256 Color Monitor, 640x480
- Windows® compatible sound card
- Standard keyboard and mouse



Installing the Game

1. Insert *The Adventures of Elmo in Grouchland* CD into your CD drive.
2. For systems with Autoplay, skip to step 4. For all other systems, from the **Start** Menu, choose **RUN...**
3. Type **d:\lsetup** in the Command Line box, then click **OK**. (If your CD drive is not 'd', substitute the correct drive letter.)
4. You are asked if you want to install. Select **YES** and follow the on-screen prompts.

Starting the Program

1. Insert *The Adventures of Elmo in Grouchland* CD into your CD drive.
 - On systems with Autoplay, click the **PLAY!** button to run the program.
 - On systems without Autoplay, go to the Start Menu > Programs > CTW > *The Adventures of Elmo in Grouchland*, or click the Grouchland icon on the desktop.

Note: *The CD must be in your computer's CD drive at all times during installation and gameplay.*

Note: *To exit the program quickly, press the **ALT** and the **F4** keys simultaneously.*



Welcome to *The Adventures of Elmo in Grouchland*

Game Overview and Skill Table

The Adventures of Elmo in Grouchland CD-ROM takes Elmo on an adventure through Grouchland to find his beloved blanket. Together with Elmo, your child will explore the never before seen neighborhoods of Grouchland. They'll overcome obstacles, make friends, sing songs and solve problems. With your child's help, Elmo will learn valuable lessons about sharing and being a good friend.

Location	Activity	Description	Skills
Elmo's Room	Playing Draw, Hide-n-Seek with Elmo and Blanket (2 skill levels)	Blanket hides and Elmo helps you find him.	Visual discrimination, shape recognition, color recognition, part/whole relationship, observation, guessing from clues



Location	Activity	Description	Skills
The Coal Mine	Building Tracks (2 skill levels)	Rebuild the Coal Mine track so Elmo can continue on his journey	Problem solving, relational concepts, cause and effect
The Dump Exit	Making Music with the Stenchmen (2 skill levels)	Help the Stenchmen build their music machine	Listening skills, sound to object relationship, auditory discrimination
Mt. Pickanose	Climbing Mt. Pickanose (2 skill levels)	Lead Elmo up Mt. Pickanose	Problem solving, spatial relations, predicting, cause and effect
Huxley's Castle	Getting Elmo's Blanket Back (2 skill levels)	Repeat the secret code and rescue Elmo's Blanket	Pattern discrimination, remembering, sound identification



Main Menu

To begin the adventure, click on the arrow.

To go to the Index Page, click on the map icon.

To exit the game, click on the Exit sign.

You begin and end your adventure at the Main Menu. Elmo and his Blanket act as hosts. Here you can select from four options: you can access the Index Page, select a skill level (Easy or Hard), exit the game, or begin the adventure.

Index Page Select this option to see a map of the adventure. From here, you can go to any scene in the game by clicking on its picture. You can also change the skill level or exit the game.

Skill Level To change the difficulty of each activity in the game, select **Easy** or **Hard**. You can change the skill level from the Index Page at any time during the adventure.



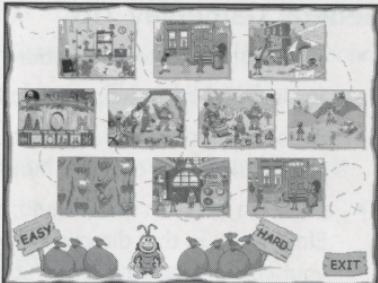
Getting Around Grouchland

Index Page

To exit the game, click on the Exit sign

To go to a specific scene, click on its picture.

To change the skill level, click on Easy or Hard.



Within Each Scene

Each scene in *The Adventures of Elmo in Grouchland* CD-ROM has the following navigational tools:



To go to the Index Page, click on the map icon.

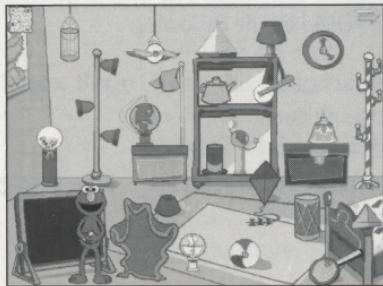


To go to the next scene in the story, click on the green arrow.



General Gameplay Tips

- Use your mouse to move your cursor. The cursor looks like a star.
- For instructions or help, click on Elmo at anytime during game play.
- For animations, additional instructions, and surprises, move your star to anything that sparkles and click the mouse button.
- On Main Street in Grouchland, move your cursor to the edge of the screen and Elmo walks in that direction. There's more to this screen than meets the eye. Move your cursor to anything that sparkles and click the mouse button.



Elmo's Adventure

Elmo's adventure begins in his very own room. He and his best friend Blanket want you to join them in a very special game of Draw, Hide-n-Seek. Blanket hides, while Elmo draws clues on his blackboard to help you in your search.



To Play Hide-n-Seek with Blanket:

1. When you enter the room, Blanket hides and Elmo draws a clue on his blackboard.
2. Click on something in the room that looks like the clue Elmo drew. If Blanket is there, he will pop up.
3. Elmo keeps drawing clues to help you find Blanket. Once you've found Blanket, the game is over.
 - To play again, click on the blackboard.
 - To continue to the next scene, click on the green arrow.

Skill Levels

Easy Elmo's drawing will be the same color and shape as the object Blanket is hiding behind in Elmo's room.

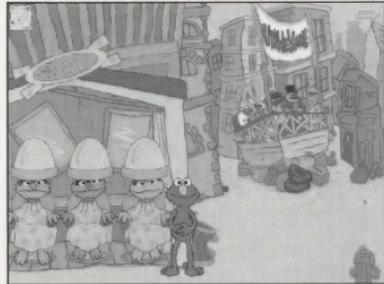
Hard Elmo draws outlines of the shape only, making it more challenging to find the right object.

Sesame Street

Elmo and Blanket arrive on Sesame Street, and together you meet several familiar Sesame Street characters. Elmo's friend Zoe wants to play with Elmo and Blanket, but Elmo does not want to share.

- Click on all the Sesame Street friends and see what happens!





Main Street, Grouchland

Grouchland is a big place, with so many things to see. Explore all of Grouchland very carefully to discover if Blanket is here.

- Click on the **Unwelcome Committee** to hear them sing "Welcome to Grouchland!"
- Scroll to the left and you will find the **Ugly Parlor**. Click on the three hair dryers to see Grouchland "Hair Don'ts".
- Scroll to the right to stroll down to the **Car Mess**. Click on the different signs to see what happens. When you've finished "messing" this car, click the **GO** button. You can always bring in a new car to "decorate".
- Further to the right is the **Bad Humor Ice Cream Stand**. Flavors in Grouchland are a little different than on Sesame Street and feature such tasty treats as Sardine or Lemon-Pickle swirl.



Concoct your very own ice cream cone by clicking on the different scoops and spouts.

- When you have finished exploring Grouchland, click on the green arrow. Keep your eye on the sky for a clue as to Blanket's whereabouts!



Building Tracks in the Coal Mine

Elmo arrives in the Coal Mine, but Bug has broken the track. Help Elmo continue on his journey by rebuilding the track. In each level, there are eight different track pieces to choose from and you can send Elmo on a wild ride over and over again!

To Rebuild the Track:

1. Click on any piece of track that runs along the bottom of the screen.
 - To scroll through all the available track pieces, click on the orange arrow.
2. Drag the track piece up to an empty space on the track. Click again and it snaps into place.
3. Continue clicking and dragging until you fill all three spaces in the track. You can move pieces around as much as you like.
4. When you've finished your track, click the **GO** button and watch Elmo take a wild ride.
 - To clear the tracks and start over, click on the **X** button.
 - To continue on your journey, click on the green arrow.



Skill Levels:

Easy Select any 3 track pieces to rebuild the track.

Hard Place the pieces of the track so that they connect with each other correctly at the top and/or the bottom of the track to see Elmo ride the tracks successfully.



The Dump Entrance

Can Elmo's blanket be in the dump? Look around carefully and listen to the song of the Stenchmen. Do they know where Elmo's blanket is? Will they help you find him?

- To hear the Stenchmen repeat their "Beautiful Garbage" song, click on the broken radio.
- To look for Blanket, click on anything that sparkles and is blue, like Blanket.

- To continue on your adventure, click on the green arrow. Maybe the Stenchmen can help you.

The Dump Exit



Music Machine

Give the object to the Colander Head Stenchman
Trash Heap

If you and Elmo help the Stenchmen make beautiful noise, they will let you pass through their dump to Huxley's Castle, where they believe Blanket is being kept. You can help them create a music machine using pieces of junk found in the dump.



To Make Music With the Stenchmen:

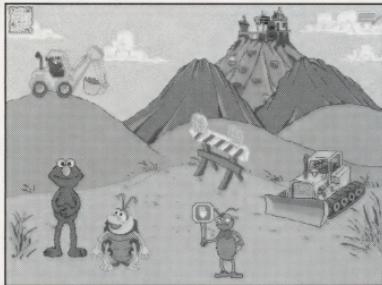
1. When the game begins, three new pieces of junk, or objects, appear on the trash heap. The Stenchmen ask you to find a certain object by describing the sound it makes. For example, if they're looking for a telephone, they'll say, "Find the thing that makes the sound 'brrring, brrring.'"
2. Click on the object from the trash heap that matches the description. Give it to the Stenchman that has his hands free.
3. Continue matching and collecting objects for the Stenchmen. When they have what they need, they will construct a wonderful instrument and play a song for you!
 - To hear the song again, click on the music machine.
 - To play the game again, click on the cloud of dust.

Skill Levels

Easy The Stenchmen ask for three objects to complete their musical machine.

Hard The Stenchmen request six objects to complete their machine.

The Stenchmen love their masterpiece! You and Elmo are on your way again!



The Road to Mt. Pickanose

Elmo follows the Stenchmen's directions, but runs into a detour. Can you trust Bug to give Elmo directions to Huxley's Castle?

- Move your cursor to anything that sparkles and click the mouse button.

Clue: Keep your eyes peeled for a helicopter in the distance!

Climbing Mt. Pickanose

Elmo faces a very big challenge—he must rescue Blanket from Huxley's Castle. To accomplish this, Elmo must climb Mt. Pickanose to reach the castle, and he needs your help.



To Help Elmo Climb Mt. Pickanose:

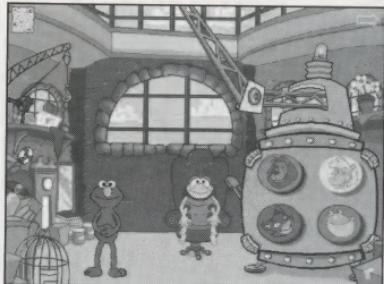
1. Move your cursor to any nearby rock-ledge; some may be occupied by mountain goats.
2. When you find an empty ledge, click on it. Elmo jumps to the ledge you select.
3. Keep clicking on empty ledges, guiding Elmo up the mountain. If you come to a dead-end, retrace Elmo's steps and try another route.
4. Once Elmo reaches the top, you can click on the slide to go down the mountain and try again, or you can click on Huxley's Castle to send Elmo inside.



Skill Levels

Easy There are no dead-ends and more routes for Elmo to explore.

Hard There are some dead-end and fewer routes that lead to the top.



Huxley's Castle

Secret code machine

At last! Elmo enters Huxley's castle with a heroic crash, only to find his blanket caught in a fiendish trap. Help Elmo and Bug free Blanket from Huxley's machine by repeating the secret code.

To Get Elmo's Blanket Back:

1. Bug pulls the orange handle on the machine to trigger the secret code.
2. Watch and listen while the animal buttons pop up and make a sound in sequence. For example, the dog "barks", the sheep "baas", and the frog "croaks".
3. Wait until the sequence has finished, and then repeat the pattern by clicking on the buttons in the same order.
4. Continue this process until you free Blanket from the claw!

Clue: Listen to Bug. He's your friend and will give you help.

Skill Levels

Easy The pattern does not exceed 3 beats.

Hard The pattern does not exceed 5 beats.



Return to Sesame Street

Hurray! You and Elmo made it back home to Sesame Street, with Blanket safe and sound. All Elmo's friends are there to greet you.

- To hear the song "Together Forever" again, click on the radio.
- To return to the Index Page, click on the map icon.
- To return to the Main Menu, click on the green arrow.



Troubleshooting for Windows® Operating Systems

If *The Adventures of Elmo in Grouchland* CD-ROM is not working properly, please review the ReadMe on your CD-ROM first and then try the general troubleshooting tips below. If you still have problems, check our Technical Support information in this manual for information on how to contact us.

Note: This program requires that the disk be in the CD-ROM drive at all times when playing the game.



Troubleshooting for Windows® Operating Systems

Problem: Your computer is having trouble reading the CD-ROM.

Symptoms: You are experiencing sudden changes in performance, or error messages such as the following appear:

- "Cannot read from drive 'D:'"
- "Error reading from CD-ROM"
- "A serious CD error has occurred"

Possible Cause: The disc may be damaged or dirty.

Solution: Check your disc for fingerprints, scratches or smudges. To check your disc, hold it shiny-side up to a bright light. If the disc is dirty, clean it with a soft, cotton cloth. If necessary, use a damp cloth. If your disc is damaged or scratched, refer to our replacement policy found in the warranty section of this manual.

Problem: Difficulty installing the program.

Possible Cause: Other programs may be running while you are attempting to install this program.

Solution: First, make sure there are no other programs running. Press ALT + TAB to check for other programs. If there are other programs running, please quit them before proceeding with installation.



Possible Cause: Some problems may be specific to the setup screen used for installation.

Solution: Avoid that aspect of installation by using your computer's RUN command to install the product manually.

Problem: The video or display of one of the activities does not seem right, or you are receiving an error message concerning the display or video.

Possible Cause: Your computer has out-dated or corrupted video drivers.

Solution: Re-install the video drivers using the disks that came with your computer and/or video card. If you do not possess disks with the video drivers you require, contact your computer or video card manufacturer, as they are most qualified to help you update these drivers.

Possible Cause: Your monitor's color depth setting is not set to 256 colors, or your screen's resolution is not set to 640x480 pixels.

Solution: Adjust your monitor's display settings.

Problem: There is no sound, or there is distorted sound in any one of our programs.

Probable Cause: Your sound card's settings are improperly set.

Solution: It may help if you increase the size of your sound buffer. If that fails, you will need to contact your sound card manufacturer.



Problem: The program is randomly locking up or freezing during play.

Possible Cause: The drivers may need to be updated, or your disc may be dirty.

Solution: Try the following: 1.) Make sure your sound and video drivers are the most current versions available. A lock-up can occur when our program asks your computer to play a sound or display an image that it is not prepared to play or display. 2.) Make sure the disc is clean and free of scratches.

Technical Support

MATTEL MEDIA CUSTOMER SUPPORT

For answers to common questions or to send an e-mail to our support department use the Mattel Service Center web page at: "www.service.mattel.com".

If you wish, you can also contact us by phone. Our technical support specialists can be reached at the numbers listed below:

In the US, call 1-888-MATTEL9 (1-888-628-8359)

In Canada, call 1-888-MEDIA11 (1-888-633-4211)

In Australia, call 1-902-262-513 (Regular long distance tolls may apply)

In UK, call (0171) 519-5049 (Regular long distance tolls may apply)



Comments or questions can also be mailed to:

Mattel Consumer Affairs
Tech Support GA 0109
333 Continental Blvd.
El Segundo, CA 90245
USA

Outside of the USA, see a telephone directory for a Mattel listing.

Information to include when writing or calling us:

- Product name
- Type of computer you own
- Memory amount and configuration
- Additional system information (like type and make of video card, sound card, monitor, modem, etc.)
- Windows® version number
- Description of your problem

For information about more great family software, visit us at: "www.mattelmedia.com".



Credits

Children's Television Workshop Interactive Technologies

Producer: Wendy Paige Bronfin

Associate Producer: Sara Farber

Creative Director: J Milligan

Executive Producer: Glenda Revelle

Production Assistant: Emily Reardon

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Animation: Al Nickerson, Delfin Barral

Additional Animation: Gregg Taylor, Keelmy Carlo, Gary Taylor

Sound & Music Director: Miles Ludwig

Music/Sound Effects: Michele Darling, Peter Durwood, Nancy Rosenberg

Sound Editing & Synchronization: Suzy Goldish, Miguel Lopez

Technical Director: Todd Marshall

Lead Programmer: Dan Robbins

Additional Programmers: Dan Projansky, Cosmo Scrivanich

Technical Coordinator: Rault Kehlor

Research Director: Lisa Medoff

Marketing Manager: Ellen Gold

VP Interactive Technologies: Rob Madell



Songs By:

Martin Erskine and Seth Friedman
Michael Silversher and Patty Silversher
Miles Ludwig and J Milligan

Special Thanks to:

Elizabeth Brescia, Marjorie Kalins, Sharon Lyew
Everyone at Nola Recording Studios, Inc.
The teachers and children at Chelsea Day School in New York for their hours of testing
this CD-ROM.

Extra special thanks to Jim Henson whose imagination and vision continue to inspire us all. And to Cheryl Henson for helping us keep the vision alive.

Starring the Sesame Street Muppets

Kevin Clash as Elmo
Joey Mazzarino as Bug
Steve Whitmire as Football Head Stenchman
David Rudman as Colander Head Stenchman, Grouchland Gourches, and Pestie
Fran Brill as Zoe
Caroll Spinney as Oscar the Grouch
Stephanie D'Abruzzo as Grouchland Gourches and Pestie
Frank Oz as Grover



Mattel

Co-Producers: Patty Masai and Brett Hine

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Assistant Product Manager: Joe Eibert

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Person, Shaun Rowan, Kendale Sheran, Leslee Trussell, Stephen Weed, and 'Sammy' the wonder beagle.

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IMPORTANT

FCC DECLARATION OF CONFORMITY

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus specified in the interference-causing equipment standard entitled "Digital Apparatus," ICES-003 of the Department of Communications."

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for a Class B





digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

Mattel Inc.
333 Continental Blvd.
El Segundo, California
(310) 252-2400

WARRANTY:

MATTEL, INC. 90 DAY LIMITED WARRANTY

Mattel, Inc. warrants to "You" (the original consumer purchaser) that, under normal use, the "Product" (including the peripheral, the software program and the CD-ROM disk on which the software program is recorded) will be free from defects in material and workmanship for ninety (90) days from the date of purchase (Your receipt shall be evidence of the date of purchase). This Limited Warranty does not cover damage resulting from accident, misuse, unauthorized modification, or other conduct or conditions outside the control of Mattel, Inc. or its subsidiaries or affiliates (collectively, "Mattel"). If defective, return all contents of this package (including but not limited to the CD-ROM disk, user guide, and all other components of this package), postage prepaid, along with proof of the date-of-purchase, within the ninety (90) day warranty period, for replacement or refund at Mattel's election, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, California 91744. Immediately upon Your receipt of any refund,





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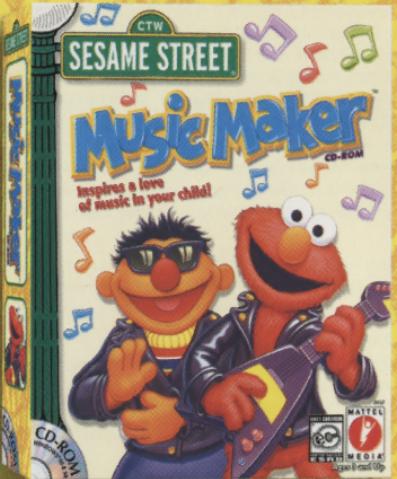
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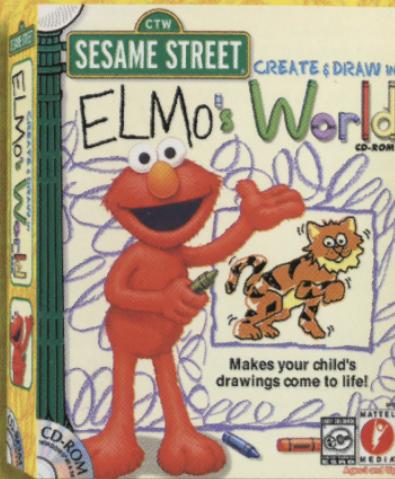


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